

Theme:	Colossus of Rhodes
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Date:

Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	
<i>The statue was big and everyone knew about it – it always looked smart. How smart is your uniform today?</i>				
	05	INSPECTION: General Appearance	Beans/Bones	
<i>The Colossus of Rhodes was a huge statue which guarded the entrance to a harbour on the island of Rhodes - lots of ships visited the island.</i>				
	10	STEAM RELEASE: Ships Captain The captain calls out orders to the rest of the players who are the crew. If a Cub does not follow an order correctly, then they are out. This decision is made by the Captain who is always right! The game is played until only one Cub is left. Some command ideas: Port - run to the right side of the boat Starboard - run to the left of the boat Bow - run to the front of the boat Stern - run to the back of the boat Hit the deck - lay down on your stomach Attention on deck - salute and yell "Aye Aye Captain". Cubs must not move until the next command is given. Sick turtle - everyone lies on their backs with their feet and hands in the air Shark - everyone must run to a designated area and shout out SHARK! The last one there is out. Three men in a boat - the crew must form groups of three and sing "row, row the boat".	None	
<i>There is always a lot of activity in and around the harbour – if only the statue could talk what a tale it could tell! A lot of fishermen go through the harbour on their way out to the open seas.</i>				
	15	REVISION: Knotting	Fish template per	

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		<p>Revision of the knots the Cubs have done to date. Ensure they are familiar with the following knots:</p> <ul style="list-style-type: none"> • Reef • Slip Reef • Figure of eight <p>Let them practice the knots and then play the following relay game: Using the template on the attachment (adjust it to the size you want), print one fish for each Six. First knot, tie a figure of eight through a small hole in the nose of the fish (reinforce with sticky tape so that it does not tear – don't make the hole too big). Then one at a time the Cubs will run up and tie a piece of string to the end of the string already tied to the fish – alternate between reef knot and slip reef knot. Once all the knots have been tied, the Cubs should pull the fish over the finishing line.</p> <p>Outdoor Challenge – Knotting. Silver Wolf requirement (revision) – figure of eight, reef knot, slip reef knot.</p>	Six, string – enough for each Cub to tie at least two knots.	
<p><i>When Alexander the Great died, the empire was split into three and there were many fights as to who should get what!</i></p>				
	10	<p>TEAM GAME: Ride into battle.</p> <p>Cubs get into groups of three. Have two of the Cubs lock their arms together and carry the third Cub into battle (a designated line not far away). Then they should carry him/her back to safety (the starting point). Then let another player on the team have a "ride" and finally the third player. First team to have all their members take a "ride" into battle and back, wins</p>	None	
<p><i>So let's find out exactly what the Colossus of Rhodes is all about.</i></p>				
	05	<p>YARN: Colossus of Rhodes</p>	Yarn - see attachment	
<p><i>Now that we know the Colossus of Rhodes was a statue, can you become as still as a statue?</i></p>				
	10	<p>ACTIVE GAME: Musical Statues</p> <p>Gather the Cubs in a group. Play some music and instruct the Cubs to dance around the room, the more energetic and enthusiastic, the better!</p>	Music/whistle	

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		<p>The person playing the music will pause the music and instruct the Cubs to freeze. The person playing the music must then decide if anyone is moving too much or froze too late. If so, those Cubs are out. The music starts again and the process is repeated until there is only one Cub left.</p> <p><i>Instead of music, a whistle can be blown to 'freeze' the Cubs.</i></p>		
<i>At one point, the huge thumb of the statue was the only thing left which was recognisable - what can we do with our thumbs?</i>				
	15	<p>ACTIVITY: Thumbprints</p> <p>Use childproof/waterproof ink to make thumbprint (fingerprint) pictures. This is easier to clean off the fingers. You can also use water based paint. Touch finger onto the pad of ink (or paint). If using paint... dab into paint, touch finger on paper towel to remove excess paint, then press finger onto drawing paper. See attachment for some ideas.</p>	Paper, ink/paint	
<i>We all know a great song about thumbs ... let's sing it</i>				
	05	<p>CAMPFIRE SONG: "Singing in the Rain"</p> <p><i>A campfire song is sung so that Cubs become familiar with the songs before attending campfires</i></p>	None	
<i>So where will we find the next Wonder ... I wonder! See you next week.</i>				
	05	NOTICES/BADGES		
	05	<p>GRAND HOWL</p> <p>Flag Prayer Dismiss</p>	<p>Totem/skin/rock Flag/flag pole Prayer book</p>	